


world a better place.

The School of the Raven was founded with a clear and ambitious mission: while maintaining their traditional role as monster slayers, these witches would also actively involve themselves in the conflicts of the humans and other races of the [Old Continent](#), seeking to deliver justice and improve the world around them. However, much like the first iteration of the [School of the Cat](#), this break from neutrality, though initially successful, ultimately sowed the seeds of their downfall.

Type	Witcher School
Organization Information	
Predecessor	School of the Griffin
Foundation Year	1169
Status	Extinct
Extinction Year	1215
Reason(s) for Extinction	Their own ideology and interventionism, which provoked a conspiracy against them by the highest echelons of society
Political Information	
Alignment	Temezchian Crown
External Influence(s)	Temezchian Crown
Key Personel	
Founder(s)	Garvan of Pont Vanis
Leader(s)	Garvan of Pont Vanis
Notable member(s)	Garvan of Pont Vanis Bertilak Hagen Loki (witcher) Solomon
Area of Activity	
Headquarters	Taise Iontah
Location	Fiery Mountains
Area(s) served	Western Franq

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History



Origins (1156 - 1169)

After the death of Raven and his burial on Cemetery Island within the swamp cemetery in Wyzima, a fierce debate ignited among the members of the Griffin School. The central issue was whether witchers should continue to adhere to their strict rule of neutrality or elevate their duties beyond mere monster hunting to engage in the conflicts present in the Old Continent. Some Griffin Witchers passionately argued that neutrality was a foundational principle that should never be compromised. They feared that abandoning neutrality would lead witchers down a path of becoming mercenaries, easily manipulated by the political ambitions of kings and lords.

In contrast, a rising faction within the school, deeply influenced by Raven's deeds, believed the world was changing, and that witchers should evolve alongside it. They argued that by maintaining neutrality, witchers were shirking a moral responsibility to use their skills for the greater good, beyond just slaying monsters. This group viewed Raven's willingness to take a stand and fight for what he believed in as a new path—one that could help witchers make a tangible difference in the world. As their voices gained momentum, these witchers were driven by a growing conviction that they had a duty to protect the innocent, not just from monsters but from oppressors and tyrants as well.

This faction saw this new approach as a return to the original ideals of the extinct Order of Witchers. Initially, the Order was established to aid human colonization of the Old Continent by fighting off monsters, which was the primary purpose that convinced various kings to finance Alzur, his master Cosimo Malaspina, and the mage Idarran of Ulivo in creating witchers. However, these Raven-inspired Griffin Witchers believed they should instead embody the more idealistic vision Alzur had for the Order after the death of [Lylianna](#) and prior to its creation: a powerful knightly order dedicated to eradicating all forms of evil.

As the debate intensified, one witcher emerged as the leader of this new movement: Garvan of Pont Vanis. At the time, Garvan was a young Griffin Witcher who had witnessed the growing chaos and suffering across the Northern Kingdoms shortly after beginning [the Path](#). He saw firsthand the last years of Falka's rebellion and the many other horrors that followed in her wake, and how witchers, capable of stopping these human "monsters," did nothing. Deeply influenced by Raven, who had been his mentor, Garvan believed that the time had come for witchers to evolve. In 1169, Garvan and a group of like-minded Griffin Witchers finally broke away from their school, deciding to forge a new path. They founded the School of the Raven, naming it in honor of the legendary witcher whose legacy they sought to continue in one form or another.

Establishment and Short but Intense Golden Age (1169 - 1203)

After leaving the Griffin School, Garvan and his group ventured eastward to the region of Western Franq, another culturally Nordling area that was even more conflict-ridden than the Northern Kingdoms at the time. Their destination was the kingdom of Temezech, a land embroiled in constant strife and known for its tumultuous political landscape. The Raven Witchers, driven by their newfound ideals, sought a place where they could establish their order and actively engage in the world's conflicts, following in the footsteps of their namesake,

the legendary Raven.

In Temezech, they discovered an abandoned Vran fortress nestled deep within the Fiery Mountains called [Taise Iontah](#). This stronghold, was in ruins, but it held strategic significance and offered the seclusion the witchers needed. Garvan and his companions decided to reclaim and restore the fortress, making it their new home.

However, before they could fully settle, the Raven Witchers found themselves drawn into the ongoing War of the Tears, a brutal and protracted conflict between the neighboring Gutac Vatr, who had invaded Temezech, and the beleaguered Temezchians. The war was devastating, with both sides suffering heavy losses. The Raven Witchers, true to their mission of combating evil in all its forms, intervened on behalf of the Temezchians. They played a crucial role in the conflict, using their combat skills to turn the tide of the war in favor of the Temezchians. The witchers' involvement proved decisive, leading to the eventual victory of Temezech over the Gutac Vatr invaders.

However, the war's end did not bring immediate peace. The aftermath was marked by the emergence of plagues of ghouls and other necrophages, such as [keres](#), which fed on the countless corpses left in the wake of the conflict. The Raven Witchers, undeterred by the dangers, took it upon themselves to cleanse the land of these monstrous threats. Their efforts in purging the necrophages were tireless and effective, further endearing them to the people of Temezech.

Despite their pivotal role in securing victory and restoring order, the Raven Witchers did not demand payment or titles for their services. They sought only one thing in return: a place to call home. Their selflessness and dedication to the greater good impressed both the king of Temezech and the court mage, Debrev. The king, grateful for their assistance, agreed to fund the Ravens, providing resources for their continued operations, and more importantly, he allowed Debrev to aid them in the complex and dangerous process of creating new witchers.

But unbeknownst to the Raven Witchers, Debrev had ulterior motives. The court mage, while outwardly supportive, harbored a deep interest in the mutagenic process that transformed ordinary men into witchers. Debrev saw the potential to harness this knowledge for his own purposes—namely, to create a new breed of supersoldiers under his control. By ingratiating himself with the Raven Witchers, Debrev hoped to learn their secrets and replicate the mutation process, all the while plotting to exploit this knowledge for the benefit of the Temezchian kingdom, or perhaps even for his own personal ambitions that remained unknown even after the fall of the Ravens.

First Generation (1169 -1189)

The first generation of Raven Witchers was the most successful and closely aligned with the ideals of the legendary Raven. This generation was composed of some of the most skilled and principled witchers in the school's history. Notable members from this era include Bertilak, Hagen, Loki, and Solomon. These witchers not only excelled in combat but also in upholding the school's strict code of ethics.

Second Generation (1189 -1209)

The second generation, while still effective, began to stray slightly from the idealism of their predecessors. This generation saw the school's members start to adopt a more mercenary mindset—still motivated by good intentions, but increasingly pragmatic in their approach. They were known to take on contracts that blurred the lines between justice and profit, although they remained far from the ruthlessness of other schools like the Cats. Notable

members from this generation include Aiclar, Boron "The Red", Rupert, and Floris.

Third Generation (1209 - 1215)

The third generation of Raven Witchers saw the school's ideals further diluted. This generation was cut short due to the attack that led to the school's downfall, but some almost fully-fledged witchers from this generation are known, such as Lazlo of Kerack, Lokaic, Ethan, Ebri, Botun, and Udes. These witchers had a more mercenary approach than their predecessors, focusing more on survival and profit than on the noble ideals that had once defined the school.

Decline and Downfall (1203 - 1215)

The very ideals that distinguished the School of the Raven from other witcher schools ultimately led to its tragic downfall. From its inception, the Raven Witchers committed themselves to a path that diverged significantly from the traditional neutrality upheld by their peers. Instead of remaining distant from the political and social turmoil of the Old Continent, the Raven Witchers chose to actively involve themselves in the conflicts that plagued the land. This stance set them apart and won them many admirers, but it also earned them powerful enemies.

Unlike the other witcher schools, which often avoided entanglements in politics to protect themselves from the repercussions, the Raven Witchers were always on the front lines. They openly opposed tyrants, warlords, and other figures of power who exploited the weak and oppressed. Their readiness to confront these forces, however, came at a great cost. As each generation of Raven Witchers passed, the original radical knightly ideals that had inspired the school's founding began to erode. The school's members, though still noble at heart, gradually drifted toward a more mercenary approach. They continued to fight for what they believed to be right, but their actions increasingly reflected the influence of the political conflicts they were drawn into.

This shift, combined with their continued involvement in the volatile world of politics, made the Raven Witchers vulnerable to retaliation from those in power. As the nobility and subsequent generations of monarchs of Temezech, began to see the Raven Witchers not as protectors, but as a threat to their authority. Their growing influence and the reputation they built as defenders of the oppressed made them targets of fear and suspicion. Over time, coordinated efforts were made to discredit and ultimately destroy the school.

At the heart of these efforts was Debrev, who had learned enough, and was eager to get rid of them so as not to have enemies who could thwart his plans. As the political climate in Temezech grew more hostile, Debrev took advantage of the growing distrust toward the Raven Witchers. He orchestrated a campaign to undermine the school, spreading rumors and manipulating the court to view the Raven Witchers as dangerous vigilantes who posed a threat to the kingdom's stability.

Witch hunts were launched across Temezech, ostensibly aimed at rooting out corruption and lawlessness, but in truth, they were focused on the Raven Witchers and their allies. These hunts were brutal and relentless. Despite their combat skills and bravery, the Raven Witchers found themselves outnumbered and outmaneuvered by the combined forces of their enemies. [Bounty hunters](#), mercenary bands, and even other mages who resented the noble ideals of the Raven Witchers joined the assault. The very forces the Raven Witchers had once fought alongside turned against them.

By 1215, the School of the Raven was in ruins. Their once-proud keep, nestled

in the Fiery Mountains, was destroyed after a massive assault by mercenary armies hired by the ruler of Temezech, who was determined to eliminate the perceived threat they posed. The aftermath was devastating: the school was razed to the ground, and most of its members were killed. Those few who survived were forced into hiding or sought refuge with the Griffin School, from which their predecessors had originally departed.

The School of the Raven became a legend, remembered for its brief but impactful 46-year existence and the high ideals it sought to uphold. Though their downfall was swift, the Raven Witchers left an indelible mark on the history of the Old Continent. Their deeds, much like those of the legendary witcher Raven himself, became the stuff of songs and tales, inspiring future generations to reflect on the complex nature of justice and the true cost of standing against tyranny.

Even after their fall, the Raven Witchers were revered by those who believed in their cause. They were remembered as knightly figures who had dared to challenge the status quo and fight for a better world, even when the odds were stacked against them. However, their legacy also served as a cautionary tale, illustrating the dangers of abandoning neutrality and the perils of becoming too deeply entwined in the politics of the world they sought to protect.

Characteristics

The Raven Witchers were almost identical to the members of the Griffin School in many aspects, sharing similar training, combat techniques, and a deep commitment to their code. However, there were a few key differences that set them apart. Besides their aforementioned departure from neutrality, all members of the School of the Raven wore beautifully crafted armor as a way to honor Raven and his legendary three armors.

Philosophically, the Raven Witchers differed significantly from their Griffin counterparts. They believed that neutrality in the face of evil was itself a form of complicity and sought to use their abilities to correct the wrongs they encountered in the world. This often led them into conflict with powerful political and military forces, as they were unafraid to take sides in conflicts if they believed it was in the service of a greater good. They were known to champion the causes of the downtrodden, often siding with rebels, oppressed communities, or those fighting against tyranny, even when it meant making powerful enemies. Much like the Stygga Cats in some ways, this approach ultimately led to their downfall.

However, unlike the Cats, the Raven Witchers did not act when they considered both sides of a conflict equally evil. They were guided by a strict moral code, one that even later generations with a more mercenary approach adhered to. This code prohibited them from killing for profit or taking contracts on sentient beings without just cause. Instead, they focused on protecting the innocent and fighting against true injustices. Their interventions were often surgical and calculated, targeting those they deemed to be genuine threats to the common good—whether they were monsters, criminals, or tyrannical rulers. Unlike other schools such as the Cats and the [School of the Lion](#) in [Zangvebar](#), the Raven Witchers did not kill unless it was extremely justified. They often sought to bring criminals to justice rather than simply executing them.

Notes

The school is inspired by two main reasons:

- The art created by Aleksandar Ignatov, which you can visit [here](#).
- Military orders such as the [Knights Hospitaller](#) (from whom comes the

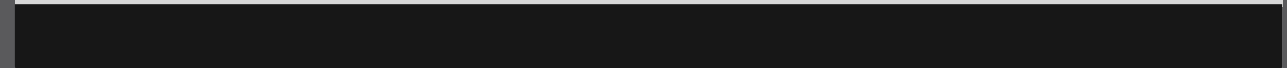
reference to the split between the Griffins and the Ravens, paralleling the division of the Knights Hospitaller during the time of the Protestant Reformation)

- Gutac Var as well Temezch are locations taked from this Expanded Map of [The Witcher Continent](#).

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